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WHAT IS CLAIMED IS:

5 *edit*
1. A game management method of a game server which provides a game for a first game apparatus of a first player who has logged-in through a communication network out of a plurality of players who are previously registered, comprising steps of:

(a) transmitting to said first game apparatus player information representing a second player who does not log-in out of said plurality of players; and

(b) transmitting a log-in operation request to a second game apparatus of said second player upon receipt of a first selection signal which represents a selection of said second player from said first game apparatus.

10 2. A game management method according to claim 1, wherein each player can register in said game server first transmission information which uniformly permits/prohibits a transmission of said log-in operation request, and said game management method further comprising a step of (c) sending back a first message to said first game apparatus without transmitting said log-in operation request to said second
15 game apparatus when said first transmission information of said second player represents a prohibition.

20 3. A game management method according to claim 1, wherein each player can register in said game server second transmission information which permits/prohibits a transmission of said log-in operation request depending upon a player, and said game management method further comprising a step of (d) sending back a first message to said first game apparatus without transmitting said log-in operation request to said second game apparatus when said second transmission information of said second player represents a prohibition with respect to said first player.

25 4. A game management method according to claim 1, further comprising a step of (e) sending back a second message to said first game apparatus when a log-in operation

denial is sent back from said second game apparatus responding to said log-in operation request.

5 5. A game management method according to claim 1, wherein said step (b) includes a step (b-1) including identification information capable of specifying said first player into said log-in operation request.

6. A game management method according to claim 1, wherein each player can register personal information in said game server, and said game management method further comprising a step of (f) sending back said personal information of said second player to said first game apparatus upon receipt of a second selection signal which represents a selection of said second player from said first game apparatus.

10 7. A game management method according to claim 1, further comprising steps of :
(g) reading from a memory a first character signal representing a first character operated by said first player, a second character signal representing a second character operated by said second player and a third character signal representing a third character operated by a third player who has already logged-in at a time of said first player's log-in;

15 (h) adding said player information to said second character signal in such a manner that a display manner of said second character in said first game apparatus is made different from said first character and said third character; and

20 (i) transmitting to said first game apparatus said first character signal, said second character signal to which said player information is added and said third character signal.

8. A game server which provides a game for a first game apparatus of a first player who has logged-in through a communication network out of a plurality of players who are previously registered, comprising:

25 a first transmission means for transmitting to said first game apparatus player information representing a second player who does not log-in out of said plurality of

players; and

a second transmission means for transmitting a log-in operation request to a second game apparatus of said second player upon receiving from said first game apparatus a selection signal which represents a selection of said second player.

5 9. A game program product allowing a game apparatus operated by a player logging-in a game server through a communication network to execute, comprising steps of:

10 (a) receiving from said game server player information representing a specific player who is previously registered and does not log-in said game server when logging-in said game server;

(b) guiding a selection of said specific player based on said player information;

(c) requesting said game server to transmit a log-in operation request to said specific player when said specific player is selected; and

15 (d) guiding a log-in operation in receipt of said log-in operation request from said game server while not logging-in said game server.

20 10. A game program product according to claim 9, wherein said step (b) includes a step (b-1) of displaying a character of said specific player on a game screen based on said player information and a step (b-2) of guiding a predetermined operation toward said character, and said step (c) includes a step (c-1) of determining whether or not said predetermined operation is carried out toward said character and a step (c-2) of requesting said game server to transmit said log-in operation request when said predetermined operation is carried out.

25 11. A game program product according to claim 9, wherein said log-in operation request includes identification information of a request source, and said step (d) includes a step (d-1) of detecting said identification information from said log-in operation

request, and a step (d-2) of outputting a guide message having said request source specified based on said identification information.

12. A game program product according to claim 9, further comprising steps of:

5 (e) requesting said game server to transmit denial message information when a denial operation is carried out toward a guide of said log-in operation; and

(f) outputting a denial message upon receiving said denial message information from said game server.

13. A game apparatus operated by a player who logged-in a game server through a communication network, comprising:

10 a player information receiving means for receiving from said game server player information representing a specific player who is previously registered and does not log in said game server when logging-in said game server and;

a first guiding means for guiding a selection of said specific player based on said player information;

15 a requesting means for requesting said game server to transmit a log-in operation request to said specific player when said specific player is selected; and

a second guiding means for guiding a log-in operation upon receipt of said log-in operation request from said game server while not logging-in said game server.

20 14. A storing medium storing a game program allowing a game apparatus operated by a player logging-in a game server through a communication network to execute, wherein said game program comprising steps of:

(a) receiving from said game server player information representing a specific player who is previously registered and does not log-in said game server when logging-in said game server;

25 (b) guiding a selection of said specific player based on said player information;

- (c) requesting said game server to transmit a log-in operation request to said specific player when said specific player is selected; and
- (d) guiding a log-in operation upon receipt of said log-in operation request from said game server while not logging-in said game server.

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